

Developing Wearable Software

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Apple Watch is Awesome

Apps

Should Do One Thing and Do It Well

like Order Beer!

Ordering a Beer

1. Raise your wrist
2. Open watch app
3. Pick which beer
4. Order beer
5. Beer is delivered

Complications are the BEST way to
launch apps!







Demo

Building our Watch App

Goal: Quick Interaction

Two seconds or less



WatchKit

Not much code!

Unlimited Undo
& Redo

Precise control
over font, text
style, & paragraph
settings

Color palette

Transpare
Effects

measuring tools
• Text spacing
• Alignment
• Grid tool

Writing
tools

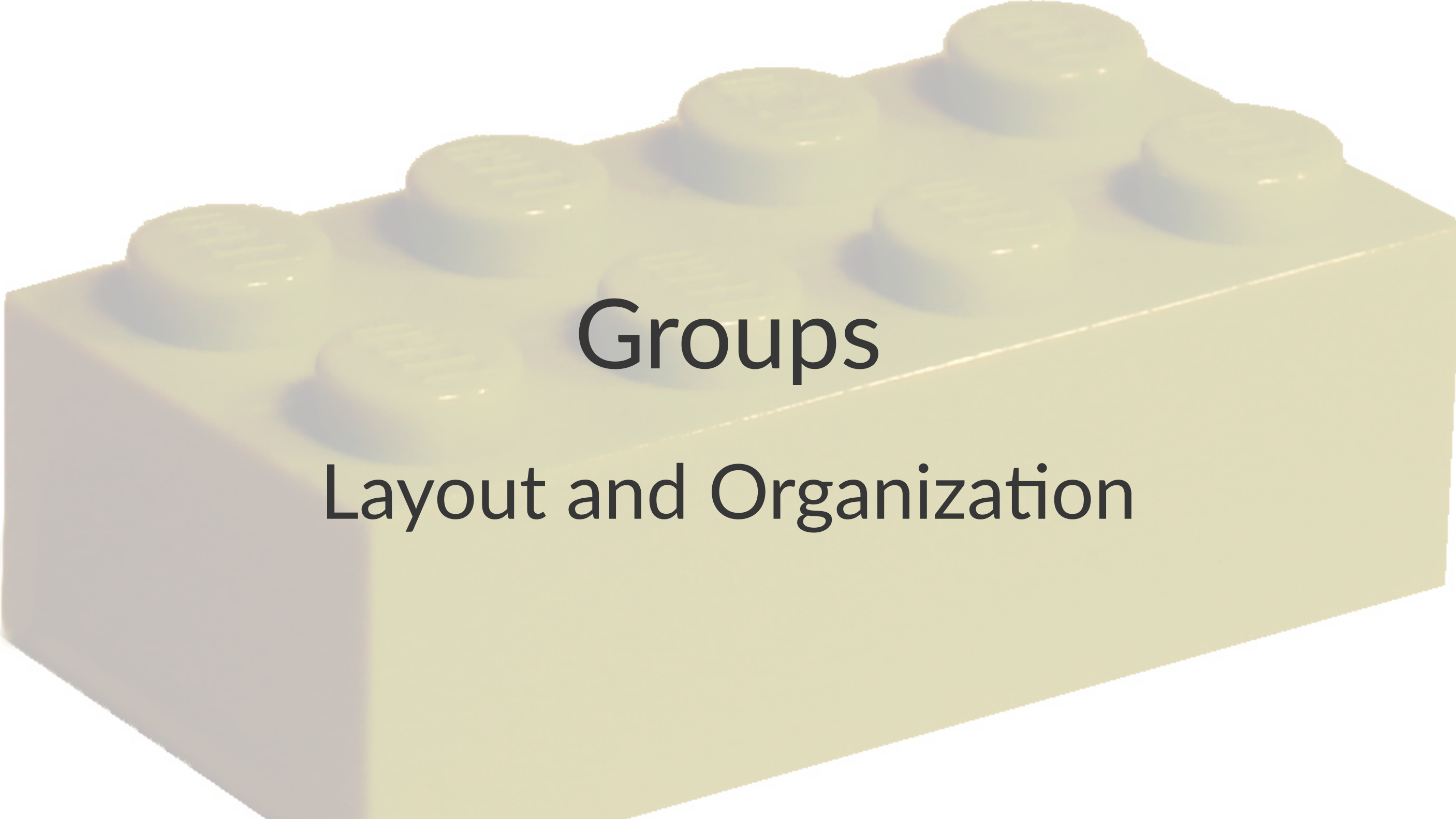
Extreme
ting

ARCHITECT: XCODE #1

NEW

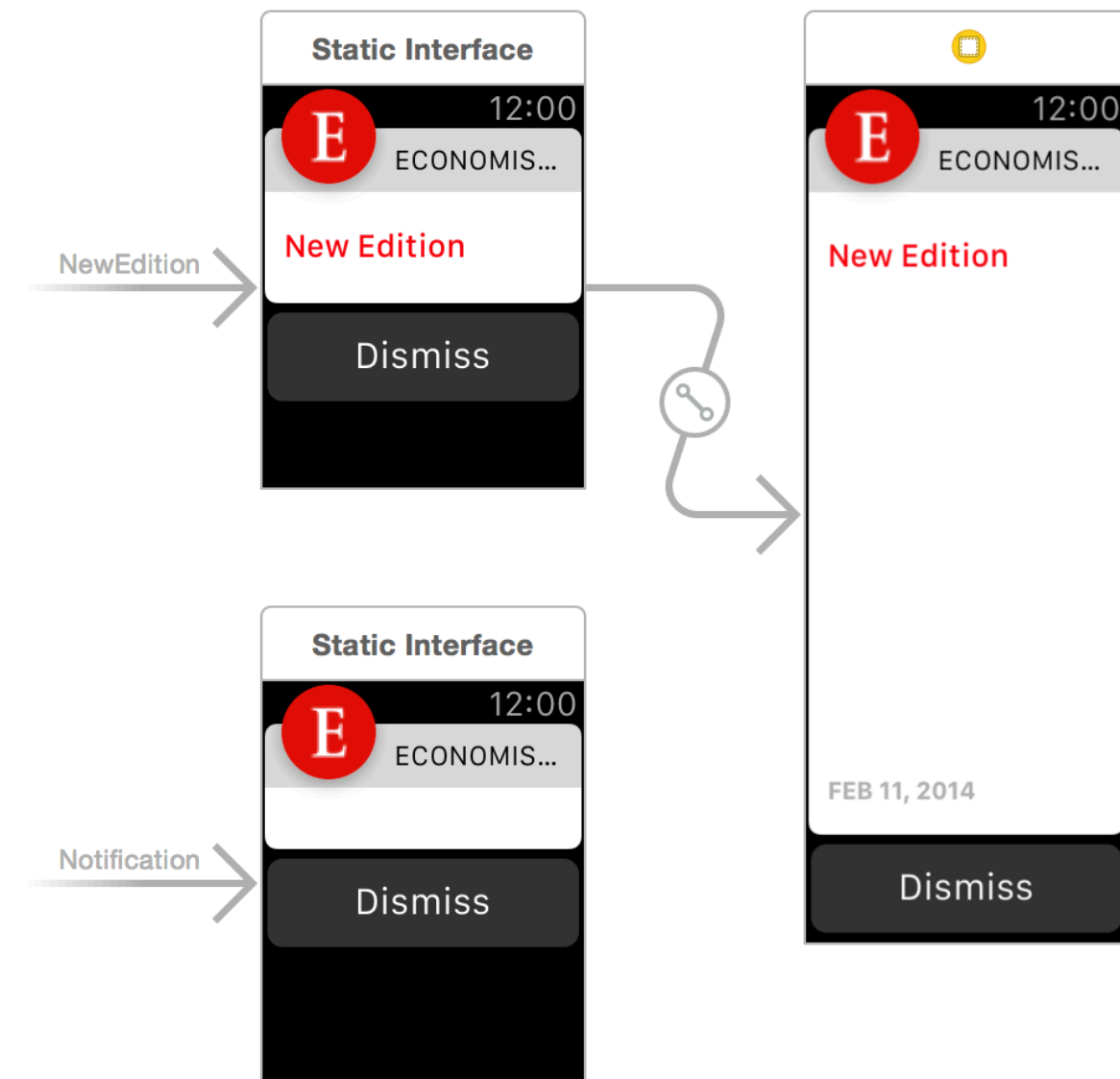
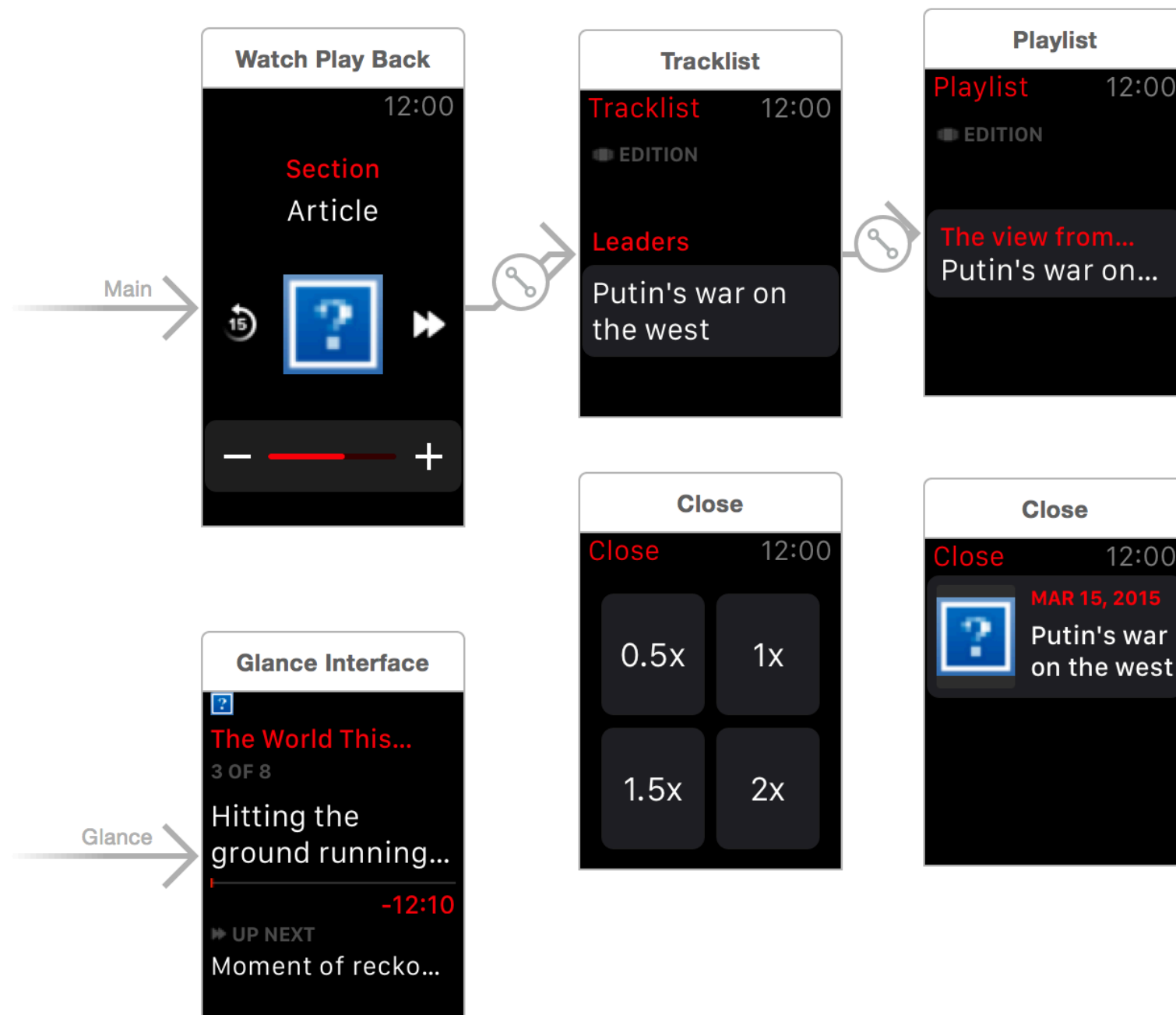
Storyboards

Watch app UI is entirely defined using Storyboards

A yellow 1x4 LEGO brick is shown at an angle, highlighting its top surface with eight studs and its side profile. The text is centered on the top surface.

Groups

Layout and Organization



Digital Crown

WKInterfacePicker – WKCrownSequencer



Access to iPhone App via WatchConnectivity



Demo

Apps Should Be Glance-able
and display relevant content

Stay up-to-date with
WKRefreshBackgroundTask



Great Watch Apps are Great
Complications



Demo

Confidence to Drop Your Wrist

Animation and Confirmation



Notifications





Demo

Sample Code

github.com/cnstoll/BeerButton

speakerdeck.com/cnstoll/developing-wearable-software

Thanks!

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Q&A